

currently displayed is a winner. That determination may be made by comparing data representing the currently displayed poker hand with data representing all possible winning hands, which may be stored in the memory of the controller **310**. If there is a winning hand, a payout value corresponding to the winning hand may be determined at block **646**. At block **648**, the player's cumulative value or number of credits may be updated by subtracting the bet made by the player and adding, if the hand was a winner, the payout value determined at block **646**. The cumulative value or number of credits may also be displayed in the display area **616** (**FIG. 12**).

[**0148**] Although the video poker routine **480** is described above in connection with a single poker hand of five cards, the routine **480** may be modified to allow other versions of poker to be played. For example, seven card poker may be played, or stud poker may be played. Alternatively, multiple poker hands may be simultaneously played. In that case, the game may begin by dealing a single poker hand, and the player may be allowed to hold certain cards. After deciding which cards to hold, the held cards may be duplicated in a plurality of different poker hands, with the remaining cards for each of those poker hands being randomly determined.

Video Blackjack

[**0149**] Where the gaming unit **54** is designed to facilitate play of a video blackjack game, the display unit **274** may comprise a video display unit. **FIG. 13** is an exemplary display **700** that may be shown on the display unit **274** during performance of the video blackjack routine **482** shown schematically in **FIG. 9**. Referring to **FIG. 13**, the display **700** may include video images **702** of a pair of playing cards representing a dealer's hand, with one of the cards shown face up and the other card being shown face down, and video images **704** of a pair of playing cards representing a player's hand, with both the cards shown face up. The "dealer" may be the gaming unit **54**.

[**0150**] To allow the player to control the play of the video blackjack game, a plurality of player-selectable buttons may be displayed. The buttons may include a "Cash Out" button **706**, a "See Pays" button **708**, a "Stay" button **710**, a "Hit" button **712**, a "Bet One Credit" button **714**, and a "Bet Max Credits" button **716**. The display **700** may also include an area **718** in which the number of remaining credits or value is displayed. If the display unit **274** is provided with a touch-sensitive screen, the buttons **706**, **708**, **710**, **712**, **714**, **716** may form part of the video display **700**. Alternatively, one or more of those buttons may be provided as part of a control panel that is provided separately from the display unit **274**.

[**0151**] **FIG. 15** is a flowchart of the video blackjack routine **482** shown schematically in **FIG. 9**. Referring to **FIG. 15**, the video blackjack routine **482** may begin at block **720** where it may determine whether a bet has been made by the player. That may be determined, for example, by detecting the activation of either the "Bet One Credit" button **714** or the "Bet Max Credits" button **716**. At block **722**, bet data corresponding to the bet made at block **720** may be stored in the memory of the controller **310**. At block **724**, a dealer's hand and a player's hand may be "dealt" by making the playing card images **702**, **704** appear on the display unit **274**.

[**0152**] At block **726**, the player may be allowed to be "hit," in which case at block **728** another card will be dealt

to the player's hand by making another playing card image **704** appear in the display **700**. If the player is hit, block **730** may determine if the player has "bust," or exceeded 21. If the player has not bust, blocks **726** and **728** may be performed again to allow the player to be hit again.

[**0153**] If the player decides not to hit, at block **732** the routine may determine whether the dealer should be hit. Whether the dealer hits may be determined in accordance with predetermined rules, such as the dealer always hit if the dealer's hand totals 15 or less. If the dealer hits, at block **734** the dealer's hand may be dealt another card by making another playing card image **702** appear in the display **700**. At block **736** the routine may determine whether the dealer has bust. If the dealer has not bust, blocks **732**, **734** may be performed again to allow the dealer to be hit again.

[**0154**] If the dealer does not hit, the outcome of the blackjack game and a corresponding payout may be determined based on, for example, whether the player or the dealer has the higher hand that does not exceed 21, as determined at block **738**. If the player has a winning hand, a payout value corresponding to the winning hand may be determined at block **740**. At block **742**, the player's cumulative value or number of credits may be updated by subtracting the bet made by the player and adding, if the player won, the payout value determined at block **740**. The cumulative value or number of credits may also be displayed in the display area **718** (**FIG. 13**).

Slots

[**0155**] Where the gaming unit **54** is designed to facilitate play of a video slots game, the display unit **274** may comprise a video display unit. **FIG. 16** is an exemplary display **800** that may be shown on the display unit **274** during performance of the slots routine **484** shown schematically in **FIG. 9**. Referring to **FIG. 16**, the display **800** may include video images **802** of a plurality of slot machine reels, each of the reels having a plurality of reel symbols **804** associated therewith. Although the display **800** shows five reel images **802**, each of which may have three reel symbols **804** that are visible at a time, other reel configurations could be utilized.

[**0156**] To allow the player to control the play of the slots game, a plurality of player-selectable buttons may be displayed. The buttons may include a "Cash Out" button **806**, a "See Pays" button **808**, a plurality of payline-selection buttons **810** each of which allows the player to select a different number of paylines prior to "spinning" the reels, a plurality of bet-selection buttons **812** each of which allows a player to specify a wager amount for each payline selected, a "Spin" button **814**, and a "Max Bet" button **816** to allow a player to make the maximum wager allowable.

[**0157**] **FIG. 18** is a flowchart of the slots routine **484** shown schematically in **FIG. 9**. Referring to **FIG. 18**, at block **820**, the routine may determine whether the player has requested payout information, such as by activating the "See Pays" button **808**, in which case at block **822** the routine may cause one or more pay tables to be displayed on the display unit **274**. At block **824**, the routine may determine whether the player has pressed one of the payline-selection buttons **810**, in which case at block **826** data corresponding to the number of paylines selected by the player may be stored in the memory of the controller **310**. At block **828**, the routine